

UTILIZING PROGRAMMING OBJECT VISUAL REPRESENTATIONS FOR STATE REFLECTION

ABSTRACT OF THE DISCLOSURE

5 A method and apparatus for utilizing graphical representations of
programming objects to reflect the state of programming objects. State
reflection is unique in that it reflects the state of programming objects at the
time of programming, rather than during execution, in a visual programming
language. The visual programming language comprises a set of graphic
aspects which are associated with data element states via a set of graphic
10 aspect references. Each programming object used in the visual programming
language comprises a set of data elements. The programming objects may be
related via super and subclass objects structures. The method detects when a
data element has changed its state and reflects that state change in the visual
representation of the programming objects and their respective graphic
15 aspects. A list of graphic aspect references points to a number of graphic
aspects which may or may not be applicable to the detected state change. All
applicable graphic aspects are applied to the visual representation of the data
element whose state has changed. As other data element state changes occur,
the applicable graphical aspects are applied accordingly.

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